AMENDMENTS TO THE CLAIMS

Please cancel claim 92, amend claims 1, 71, 86, 88, and 94, and add claim 112 as follows:

1. (Currently Amended) In a computer-implemented animation system, a method for animating an object, the method comprising:

receiving a first input, the first input specifying a first parameter behavior, the first

parameter behavior indicating how to change a value of a first parameter over

time, wherein the first parameter applies to one element of a group consisting of a

filter applied to the object and a generator applied to the object, and wherein the

filter comprises an image processing effect, and wherein the generator comprises

a repeating image;

animating the object by changing the value of the first parameter over time according to

the specified parameter behavior; and

outputting the animated object.

2. (Original) The method of claim 1, wherein the object comprises a two-dimensional object.

3. (Previously Presented) The method of claim 1, further comprising receiving a second input, the second input specifying a parameter keyframe indicating the value for the first parameter at a first point in time, and wherein animating the object comprises changing the value of the first parameter according to the specified parameter behavior and further according to the specified parameter keyframe.

4. (Previously Presented) The method of claim 1, further comprising receiving a second input, the second input specifying a second parameter behavior, the second parameter behavior indicating how to change a value of a second parameter over time, and wherein animating the

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object further comprises changing the value of the second parameter according to the second specified parameter behavior.

5-8. (Cancelled)

9. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should be averaged over time.

10. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should be changed using a user-specified custom change.

11. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should be negated.

12. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should oscillate over time.

13. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should ramp over time.

14. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should be randomized.

15. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should change over time according to a specified rate.

16. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that changes to the value of the first parameter should be executed in reverse order.

17. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should not change.

18. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should wriggle over time.

19. (Previously Presented) The method of claim 1, wherein the object comprises one from a group consisting of:

> an image object;

> a text object; and

> a particle system.

20-70. (Cancelled)

71. (Currently Amended) A method for animating an object using a behavior, comprising:

> outputting an original animation for the object according to a first parameter behavior,

>> the first parameter behavior indicating how to change a value of a first parameter

>> over time, wherein the first parameter applies to a motion behavior applied to the

>> object;

> concurrently with outputting the original animation:

>> receiving a first user input, the first user input <u>directly</u> specifying a second

>>> parameter of the motion behavior; and

>> receiving a second user input, the second user input <u>directly</u> specifying a second

>>> parameter behavior, the second parameter behavior indicating how to

>>> change a value of the second parameter over time; and

> outputting an updated animation for the object according to the first parameter behavior

>> and further according to the second parameter behavior.

72-73. (Cancelled)

74. (Original) The method of claim 71, wherein outputting the updated animation is performed without interrupting the animation for the object.

75. (Previously Presented) The method of claim 71, wherein the updated animation reflects the application of the second parameter behavior in real-time.

76. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering a plurality of frames and caching the rendered frames.

77. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering each of a plurality of frames sequentially.

78. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering each of a plurality of frames sequentially by calculating a current frame based on a previous frame.

79. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering a plurality of frames and periodically caching a subset of the rendered frames in an interval cache.

80. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise evaluating, by a first thread, a first subset of frames, and evaluating, by a second thread, a second subset of frames.

81. (Original) The method of claim 80, wherein the first subset and the second subset of frames each comprise alternate frames of the animation.

82-85. (Cancelled)

86. (Currently Amended) In a computer-implemented animation system, a method for animating an object, the method comprising:

      receiving an input, the input specifying a behavior, the behavior indicating how to change
            a value of a parameter of the object over time;

      animating the object by changing the value of the parameter of the object over time
            according to the specified behavior; and

      outputting the animated object;

wherein the behavior comprises ~~one from a group consisting of a Snap Alignment to Motion~~ ~~behavior and~~ an Align to Motion behavior, ~~each of~~ which changes a rotation of the object based on a motion path of the object such that the rotation is not changed if the motion path is straight, <u>and which can be configured regarding at least one of how quickly the object's rotation changes based on a change in the object's motion path and whether or not the object's change in rotation overshoots a new direction of the object</u>.

87. (Cancelled)

88. (Currently Amended) In a computer-implemented animation system, a method for animating an object, the method comprising:

> receiving an input, the input specifying a behavior to apply to the object, the behavior
>> indicating how to change a value of a parameter of the object over time;
>
> animating the object by changing the value of the parameter of the object over time
>> according to the specified behavior; and
>
> outputting the animated object;

wherein the behavior comprises one from a group consisting of:

> a Drag behavior, which changes a position of the object based on a simulated friction
>> <u>regardless of the object's proximity to another object</u>; and
>
> a Rotational Drag behavior, which changes a rotation of the object based on a simulated
>> friction <u>regardless of the object's proximity to another object</u>.

89-93. (Cancelled)

94. (Currently Amended) In a computer-implemented animation system, a method for animating an object, the method comprising:

> receiving a first user input, the first user input <u>directly</u> specifying a first parameter of a
>> motion behavior applied to the object;

receiving a second user input, the second user input <u>directly</u> specifying a first parameter

behavior, the first parameter behavior indicating how to change a value of the first

parameter over time;

animating the object by changing the value of the first parameter over time according to

the first parameter behavior; and

outputting the animated object.

95. (Previously Presented) The method of claim 94, wherein the first parameter behavior

indicates that the value of the first parameter should be averaged over time.

96. (Previously Presented) The method of claim 94, wherein the first parameter behavior

indicates that the value of the first parameter should be changed using a user-specified custom

change.

97. (Previously Presented) The method of claim 94, wherein the first parameter behavior

indicates that the value of the first parameter should be negated.

98. (Previously Presented) The method of claim 94, wherein the first parameter behavior

indicates that the value of the first parameter should oscillate over time.

99. (Previously Presented) The method of claim 94, wherein the first parameter behavior

indicates that the value of the first parameter should ramp over time.

100. (Previously Presented) The method of claim 94, wherein the first parameter behavior

indicates that the value of the first parameter should be randomized.

101. (Previously Presented) The method of claim 94, wherein the first parameter behavior

indicates that the value of the first parameter should change over time according to a specified

rate.

102. (Previously Presented) The method of claim 94, wherein the first parameter behavior

indicates that changes to the value of the first parameter should be executed in reverse order.

103.   (Previously Presented) The method of claim 94, wherein the first parameter behavior indicates that the value of the first parameter should not change.

104.   (Previously Presented) The method of claim 94, wherein the first parameter behavior indicates that the value of the first parameter should wriggle over time.

105.   (Previously Presented) The method of claim 94, further comprising:

receiving a third input, the third input specifying a parameter keyframe indicating the value for the first parameter at a first point in time;

wherein animating the object comprises changing the value of the first parameter over time according to the first parameter behavior and further according to the specified parameter keyframe.

106.   (Previously Presented) The method of claim 94, further comprising:

receiving a third input, the third input specifying a second parameter behavior, the second parameter behavior indicating how to change a value of the first parameter over time;

wherein animating the object comprises changing the value of the first parameter over time according to the first parameter behavior and further according to the second parameter behavior.

107.   (Previously Presented) The method of claim 94, further comprising:

receiving a third input, the third input specifying a second parameter of the motion behavior applied to the object; and

receiving a fourth input, the fourth input specifying a second parameter behavior, the second parameter behavior indicating how to change a value of the second parameter over time;

wherein animating the object comprises changing the value of the first parameter over time according to the first parameter behavior and changing the value of the second parameter over time according to the second parameter behavior.

108.   (Previously Presented) The method of claim 94, wherein the object comprises a two-dimensional object.

109.   (Previously Presented) The method of claim 94, wherein the object comprises one from a group consisting of:

an image object;

a text object; and

a particle system.

110.   (Previously Presented) The method of claim 94, wherein the motion behavior comprises one from a group consisting of:

a Fade In/Fade Out behavior;

a Grow/Shrink behavior;

a Motion Path behavior;

a Snap Alignment to Motion behavior;

a Spin behavior;

a Throw behavior;

an Align to Motion behavior;

an Attracted To behavior;

an Attractor behavior;

a Drag behavior;

a Drift Attracted To behavior;

a Drift Attractor behavior;

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an Edge Collision behavior;

a Gravity behavior;

an Orbit Around behavior;

a Random Motion behavior;

a Repel behavior;

a Repel From behavior;

a Rotational Drag behavior;

a Spring behavior;

a Vortex behavior; and

a Wind behavior.

111.   (Previously Presented) The method of claim 94, wherein the object comprises a text

object, and wherein the motion behavior comprises one from a group consisting of:

a Crawl Left behavior;

a Crawl Right behavior;

a Scroll Up behavior;

a Scroll Down behavior;

a Randomize behavior;

a Sequence behavior;

a Position behavior;

a Rotation behavior;

an Opacity behavior;

a Scale behavior;

a Tracking behavior; and

a Type On behavior.

112.   (New) In a computer-implemented animation system, a method for animating an object, the method comprising:

    receiving an input, the input specifying a behavior, the behavior indicating how to change a value of a parameter of the object over time;

    animating the object by changing the value of the parameter of the object over time according to the specified behavior; and

    outputting the animated object;

wherein the behavior comprises one from a group consisting of:

    an Attracted To behavior, which changes a position of the object based on a position of a second object while not affecting the position of the second object;

    an Attractor behavior, which changes a position of a second object based on a position of the object while not affecting the position of the object;

    a Drift Attracted To behavior, which changes a position of the object based on a position of a second object while not affecting the position of the second object; and

    a Drift Attractor behavior, which changes a position of a second object based on a position of the object while not affecting the position of the object; and

wherein the behavior can be modified using at least one of:

    a falloff rate parameter, which determines a rate of acceleration with which an attracted object moves towards an object of attraction;

    a drag parameter, which determines whether an attracted object overshoots an object of attraction; and

    an influence parameter, which determines an area of influence, the area of influence determining whether an object is affected by the behavior.

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